ELECTRONIC DART GAME

INSTRUCTION MANUAL

INTRODUCTION

- Read this manual carefully and familiarize yourself with the dart game before you use it.
- This user's manual is printed for 208/ 208C/ 216 /216C. The 216 / 216C are designed for 1 to 16 players to play 30 game series, and 208/ 208C allow 1 to 8 players to play 21 game series.
- The 30 game series are 301 to 1001, Cricket, LUDO (Mensch Ärgere Dich Nich), Killer, Scram, Over, Under, Count Up, High Score, Around the Clock, Random Shoot, Shanghai I, II & III, Half It, Follow the Leader, Free, All 51 by 5, Bngo, 21 Point, Penny, DD41, Best Ten, Red & Green, 9 Lives, English Cricket, Billiards (9 ball), Snooker, Baseball, Golf and Tennis.
- All descriptions about games of LUDO, Killer, 21 Points, Shove Ha Penny, Best Ten, Red & Green, English Cricket, Soccer and Snooker are not suitable for 208/ 208C. Meanwhile it is 8 players if you purchase 208/ 208C when we mention 16 players in game rules.
- Patented large "DIAMOND™" catch area traps missed darts.
- Fifteen sound effects and sound on/off option.
- Delete button allows the player to eliminate score of bounce-out or mistaken operations.
- The power will turn off power automatically after play is suspended for about 5 minutes. It will be turned on power and the game will be resumed later at a touch of any key.
- "Stuck" indication allows the player to quickly and easily correct stuck segment of the dartboard.
- Includes AC/DC adapter, 6 soft-tipped darts and 14 spare tips.

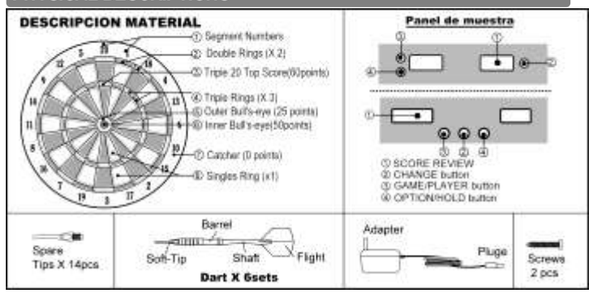
QUICK SET UP INSTRUCTIONS

1. Insert the adapter into an electric outlet then insert the Plug into the jack on the right-side of the dartboard.
2. Press any button to stop the LED auto-test scanning.
3. Press Game button to select a desired game series, and press Option to select a desired game option.
4. Press Change button to confirm the game and option setting and change to the next setting panel.
5. Press Player button to choose 1 to 8 or 16 players or 2 teams/players, and press Double button to select double in/out for '01 games only. Press Player button to choose 1 to 8 to 16 players, or 2 teams.
6. Press Change button to start the game.
7. Press Change button after each round for player change.
8. Press and hold ⏸>RE-START button for 2 seconds to re-start a new game.

SAFETY NOTICE

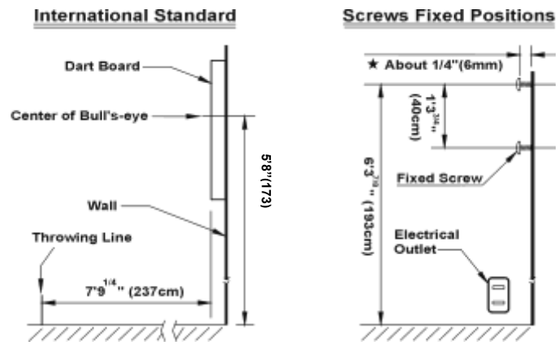
1. This game is designed for soft-tipped darts only, the steel-tipped dart will damage the dartboard.
2. Darts are an adult game. Includes functional sharp points/edge, children should play with adult supervision.
3. Always pay attention to the game; never throw a dart without first looking to make sure the playing area is clear.
4. This device includes small parts and is not intended for children under 3 years old.
5. This device must only be used with attached transformer (9v DC/500mA output).
6. Disconnected the device from the transformer before cleaning.
   - ♦Please save this user's manual in its entirety because it not only contains detailed information for this dart game, but is also evidence for product warranty.

PHYSICAL DESCRIPTIONS



INSTALLATION

1. Select a suitable location that complies the international standard for height and distance shown in the figure, and be sure the cable length of the adapter is long enough to extend from the dartboard to an electrical outlet.
2. Drill the upper screw hole at a height of 6′ 3 7/8" (193cm) from the floor, and the lower screw is 1′ 3 3/4" (40cm) below the upper screw vertically.
3. ***Hang the dartboard securely on the 2 screws. Pull on the dartboard to be sure that it is hung securely before letting go of the dartboard.***
4. ***The 2 fixed screws should be no longer than 8mm in length from screw gaps to the wall to avoid damaging the inner circuit, and to fix the dartboard firmly.***



DARTS and TIPS

1. The plastic tips will break easily and it also hard to remove the dart from the dartboard if you use heavy darts. Soft-tipped darts weighting 12 to 16 grams are most suitable for he electronic dartboard. Do not use darts weighting over 19 grams.
2. Do not attempt to push the broken tips into the inner part of the dartboard when the plastic tip is broken and stuck on the holes of the target segments. In this way, the broken tip which is at the inner part of the dartboard will obstruct the target segment from moving smoothing and sensing the signal exactly. Please refer to the descriptions in the Trouble Shooting section of this book. *Release the screws on the bottom cover of the board to take up the bottom cover, holding the broken tip with a needle-nose pliers, then push it out from the inner side of the target segment.*

BUTTONS OPERATIONS

The dartboard has 3 buttons with different functions as following:

Buttons	Set Up A Game	Plays A Ggame
CHANGE ⏸>RE-START	Confirm the setup. -	Change to the next player. Restart a new game.
GAME/PLAYER ⏸>DELETE Score Review	Game/Player options. - -	- Delete the current dart's score. Review all players' score.
OPTION HOLD ⏸>SOUND	Double In/Out - Sound on/off	- To freeze/unfreeze the dartboard Sound on/off

1. The symbol of " ⏸ >" means you have to press and hold the button for 2 seconds to operate the function such as Delete, Sound, RE-Start.
2. The player just press the button to operate the button function in case of no ⏸ > symbol.

LED DISPLAYS

1. The 2 LED windows display scoring status for the current player only.
2. The dartboard displays "PL-# and rd#" the player's cumulative score" to indicate which round and which player's turn it is after press the change button to begin the game or to change to the next player.
3. "PL-# and 1, 2, 3 or 4 dots" appear on the Temporary Score window to indicate it is player 1, 2, 4 or 4's turn it less than 4 players are selected. Dots of player numbers will disappear when more 4 players are selected.
4. Three flicking dots appear on the Cumulative Score window to indicate the residual darts of this round to be thrown. Each scored dart will eliminate one dot. It also shows the dartboard is at Start status. The dartboard displays "P#F# and the final score" and "#rd" alternatively to indicate which player wins the game at which round, and a melody plays for the winner.
5. The dartboard indicates the patented closed status of a Cricket game as below:
   - The close status of each number is displayed on the bottom rows displays for the current player.
   - The middle mark lights to indicate the current player has no dart on the number.
   - The lower 3 marks indicate the current close status.
   - The upper left mark lights to indicate the number has been closed by a player at least.
   - The top mark lights to indicate the number has been closed by all other players, and the current player cannot get points from this number after he/she closed the number.

GAME RULES

SOME GENERAL DART RULES

1. A round (turn) shall consist of 3 darts. Any dart bouncing off, or falling out of the dartboard shall not be re-thrown.
2. All players throw in sequence. To decide the throwing sequence by throwing the Bull, the player throwing closest the bull's-eye shall throw first.
3. The singles shall score as the face number of the segment, the double (or triple) rings shall score double (or triple) the segment number, the outer bull shall score 25 points and the inner bull shall score 50 points (double 25).

'01 GAMES: 301, 501... to 1001 (A01)

1. Each player starts at a beginning score of 301, 501…901 or 1001. The object of the game is to reduce each round's score from the beginning score. *When the player reaches zero exactly, they finish the game.*
2. The round is a BUST (display buSt) when a player throws a dart resulting a score higher than the residual score that can not reach a zero score exactly. It will stop the current round and return the player's score to the last round's score of the current player.
3. There are 4 double IN/OUT options in each '01 game.
   DOUBLE IN: The player must hit a number in the double ring or the inner bull's-eye to start the game.
   OPEN IN: Hit any number to start the game.
   DOUBLE OUT: The player must hit a number in the double ring or the inner bull to get the score to zero exactly and finish the game. It will be a bust round when the player's score falls to 1 point under the double out option status.
   OPEN OUT: A number is hit that reaches the score of zero exactly to finish the game.

SCORE CRICKET (SUPER CRICKET)

1. The object of Score Cricket is for each player/team to "close" each number from 15 through 20 plus the bull's-eye. *The first player/team to "CLOSE" all numbers and the bull's-eye, and to be even or ahead on points wins.*
2. A player closes a specific number or the bull's-eye by hitting 1 triple, 1 double plus 1 single, or 3 singles. The outer bull is considered a single and the inner bull is a double.
3. The player to "close" a specific number "owns" the number and can score points on this number until all of the players also close it.

NO SCORE CRICKET

The game of No Score Cricket is simpler than Score Cricket. The object of this game is to only "Close" the numbers 15 through 20, plus the bull's-eye. The first player to close all the target numbers wins the game. There is no need to compare the scores.

CUT-THROAT CRICKET

1. The game plays the same as Score Cricket, except that when a player closes a number, the score for all further hits to that number are given to the opponents with that same number open. The first player with all his/her numbers closed and lowest score wins.
2. All the displays for Cut Throat are the same as the Score Cricket game.

LUDO (Mensch Ärgere Dich Nich): 300 to 900

1. Rules of the LUDO dart game:
   a). Each player starts the game with 0 points and adds to their cumulative score with each scored dart, but any previous player's cumulative score may fall back to 0 points again when the previous player is "killed" by the current player. To kill an opponent (making the opponent re-start from 0 points) by scoring the current player's score as the same value of the tens and units (compare 2 digital value of the 10' and 1' only, no need to compare 100') as the previous player's cumulative score. Each scored dart can kill an opponent, and it is possible to kill all 3 opponents in a round.
   b). The current player will increase 1 "Life" when he/she kills an opponent one time.
   c). Any cumulative score between 0 to 29 points is in the safety zone, and the current player can not kill the opponent's score back to 0 points when the previous player's cumulative score is less than 30 points.
   d). There are two ways to win the LUDO dart game:
   - ♦ The cumulative points reach or go over a target score. The target score can be preset from 300, 400… to 900 points (in 100 points increments).
   - ♦ Kill the opponent(s) 7 times (accumulating to 7 lives).
2. Score gap displays:
   The dartboard will compare the 2 digital value of the 10 and 1 of the current player's score with the others. If the score gap is less than 60 points, the dartboard will display the score gap with the previous player number. It will display all the score gaps alternatively if there are over 2 score gaps less than 60 points. It will show the "--H-" symbol if no score gap is less than 60 points. For example: 39H7 and 43H2 displayed alternatively means the current player can hit 39 to killer player 7 and hit 43 to kill player 2.

KILLER

1. The object of the game, as the name suggests is to "kill" the opponents' lives before your own is eliminated. The last player/team remaining "alive" is the winner.
2. The game can play all numbers except the bull's-eye.
3. At the beginning of the game, each player should throw one dart with the opposite hand to select his/her own number. Every player must have a different number if a player misses the board or hits a number already taken or a bull's-eye, he/she must throw again.
4. There are 2 game options: Killer (Double Ring), Killer (3-7 Life).

KILLER: 3-7LF (LIVES)

1. In 3-7 LF option:
   a). Each player owns no lives at the beginning of the game.
   b). The player will become a killer if he/she has accumulated the preset number of lives by hitting his/her own number. Players can set the number of lives from 3LF to 7LF.
   c). A killer won't add or lose his/her lives any longer by hitting his/her own number.
   d). A killer may lose the title of killer if other killers hit his/her number, but he/she can become a killer again if he/she can reach the preset number of lives.
   e). All of doubles and triples count as singles.
   f). A player may add one life to another player by accident and a melody "Ha, Le, Lu, Ya" sounds.
   g). A killer cannot throw a dart to kill a player out of the game before the player gets his/her first mark. The first hit of the player's number by a killer will add one life mark to the player.
   h). The player will be out if the killer hits the number again with any residual darts.
2. The last one to have any lives left wins.

KILLER: DBL (DOUBLE RING)

1. The "dbL" option is the traditional killer game, meaning:
   a). A player must hit the "double ring" of his/her own number once, and then he/she becomes a killer.
   b). The killer also must hit the "double ring" of the opponents' numbers to kill their lives. The killer may kill himself/herself by accident and lose one life if a player hits his/her own number.
   c). A killer is always a killer unless he/she loses all lives and is out.
2. The last one to have any lives left wins.

Scram Cricket: 7t (7 targets)

1. The game plays the same as Scram, except that the game uses the cricket numbers 15 to 20 and the bull's-eye. Each must be hit three times to erase the number.
2. Stoppers erase a specific number by hitting 1 triple, 1 double plus 1 single, or 3 singles. The outer bull is considered a single and the inner bull is a double.

Scram: 21t (21 Targets)

1. The game plays all the numbers, 1 through 20 and the bull's-eye. The LED display the "ErASEd" status of 21 numbers, each mark indicates one number as below:

-	-	-	-	-	-	-
-	-	-	-	-	-	-
-	-	-	-	-	-	-
-	-	-	-	-	-	-
20	**19**	**18**	**17**	**16**	**15**	**B**
14	**13**	**12**	**11**	**10**	**9**	**8**
7	**6**	**5**	**4**	**3**	**2**	**1**

2. The task for the Scorer is to score as many points as possible by hitting any one of the numbers. The stoppers' task is to hit each number 1-20 and the bull's-eye one time in any order.
3. The Scorer round is finished when all numbers are erased.
4. The one with the highest score wins the game.

Over: Con, Ldr Options

1. The object of this game is for players to take turns shooting for a 3-dart score that is equal or higher than the "Leader's Score".
2. Your score will become the new leader's score and you do not lose a life when your score of a round is equal or higher than the previous leader's score. Otherwise, you will lose a life.
3. Each player starts with 7 lives, and the last player alive wins the game.

Over: Con (Continue)

With the "Con" option of the Over game, the leader will also lose a life when he/she has a score in a round that is lower than the leader's score (it is scored by himself), and the leader's score is kept at the Highest value always. The score can only be increased.

Over: Ldr (Leader)

The dartboard will show "---" and "LEA" for the previous leader if there are not any opponents who have become the new leader after a round. This indicates the player has the right to re-issue a new leader's score and does not lose any lives, although the new leader's score is lower than the previous leader's score.

Under: Continue, Leader Options

1. The object of this game is for players to take turns shooting for a 3-dart score that is equal to or lower than the "Leader's Score".
2. Your score will become the new leader's score and you do not lose a life when your score after a round is equal to or lower than the previous leader's score. If it is not, you will lose a life.
3. Each player starts with 7 lives, and the last player alive wins the game.
4. Each missed dart counts as the top score of 60 points.

Under (Ldr): Leader option

1. The displays for this game are same as the Leader option of Over game.
2. The dartboard will show “LEA” & “u---“ for the previous leader if there is not any opponents who have become the new leader after a round. This indicates the player has the right to re-issue a new leader’s score and does not lose any lives, although the new leader’s score is higher than the previous leader’s score.
3. It will move up to end a round if it is over the leader’s score even when hit with 1 or 2 darts only.
4. Each missed dart counts as 60 points and will be added to the player’s score automatically after pressing the Change button, so the player can not throw away a dart on the floor or hit on the catch ring to get a lower score. It also counts as 60 points when you delete a dart score.

Under: Con (Continue)

At the Continue option of the under game, the leader will also lose a life when he/she has a score in a round that is over the leader’s score (it is scored by himself), and the leader’s score remains at the lowest value. It can be changed to a lower score only.

AROUND THE CLOCK: ---, -2-, -3-

1. The object of this game is to hit each number one time from 1 through 20 in sequence, then the bull’s-eye. After hitting the number in play, the player may proceed to the next number. The first player to reach the number 20 and then hit the bull’s-eye wins the game.
2. There are 3 options for this game:
   a). “---” Around The Clock: All doubles and triples count as singles.
   b). “-2-” Double Around The Clock: Each player must hit each double number one time, from double 1 (D1) to double 20 (D20) in sequence, then the bull’s-eye (dE).
   c). “-3-” Triple Around The Clock: Each player must hit each triple number one time from triple 1 (T1) to triple 20 (T20) in sequence, then the bull’s-eye (E50) in order to finish the game.

COUNT UP (C-Up): 100, 200 … to 900

1. Each player starts the game with 0 points and adds to their score with each scored dart.
2. The first player to reach or go over the preset target score wins the game.

HIGH SCORE: 6-15rd

1. The object of this game is to get highest total score.
2. First, preset a round number. The dartboard will compare result of the player in a loop automatically after the last player throws the 3rd dart in the final preset round.
3. The dartboard cannot be compared the player’s score automatically if the last player strikes only a portion of the 3 darts on the scoring area in the final round. So press the Change button to finish game and compare the result.

RANDOM SHOOT: 6-15 Round

1. The object of Random Shoot is to hit the segment that the dartboard issues automatically. It will score points as follows when the player hits the issued number.

SEGMENT	SINGLE	DOUBLE	TRIPLE	E25	E50
POINTS	1	2	3	3	5

2. The player with the highest score wins the game.

SHANGHAI I

1. This game plays numbers 1 through 7 in sequence:
2. Players take turns throwing in 1 at the 1st round, then 2 in the 2nd round, and so on to 7 in the 7th round.
3. Only darts hitting the number in play count for score, doubles and triples count. Three darts of all players hit the same number in the same round.
4. The player with the highest score wins the game after the last player throws the 3rd dart in the 7th round.

SHANGHAI II

The game plays by the same format as Shanghai I, except that a player can win instantly in any three dart round by hitting a single, double and triple, in any order, during play.

SHANGHAI III

1. Players take throwing at numbers 1 through 20 in sequence.
2. Each player starts on number 1. After hitting number 1, then shoot for number 2, and so on.
3. A player can win instantly by hitting a single, double and triple, in any number order, during a round.
4. The player with the highest score after the last player throws the 3rd dart in the 7th round, or the first player to reach and hit 20 wins.

Halve It (HALF): rAn (Random)

1. The dartboard issues a random number automatically at the beginning of each round.
2. The issued number does not change during the entire round. All players can continue to hit their 3 darts on this segment to cumulate their score. Doubles and triples count.
3. A player’s score will be automatically cut in half if he/she does not hit the issued number with at least one of the 3 darts per round. But if one or more dart(s) hit the catcher, the player must press the CHANGE button, the score will be cut in half.
4. The dartboard will re-issue a random number for each round, and the game progresses until the last player throws the 3rd dart in the 7th round.

Halve It (HALF): 12 Round

The game is played with the same format as random Halve It, except that the dartboard issues fixed numbers of 12, 13, 14, db, 15, 16, 17, tr, 18, 19, 20, and -bE- for each round in sequence, for a total of 12 rounds.

Follow the Leader: Continue, Leader

1. Game rules:
   a). The object of this game is to hit on a “Target Number”. This target umber is issued by the “leader”.
   b). The player shall hit on the target number with at least one of the 3 darts per round, otherwise the player will lose one life.
   c). You will become a new leader, and without losing a life, if you hit on the target number, and you have to issue a new target number by hitting a dart on the score area again.
   d). The single, double and triple are different numbers. For example, the target number is “=18”, the player can be become a leader by hitting on the double ring of the number 18 only.
   e). If the player hits on the target number with the 3rd dart of a round, then it keeps the previous target number with no change. The leader does not throw the dart again to issue a new target number.
   f). If the player hits on the target number with the 1st or 2nd dart of a round and he/she misses all the residual darts of his/her current round, then the dartboard will issue an easy target number of “1- 3” automatically after pressing the Next Player button. This design is to prevent the leader from intentionally throwing away darts on the floor to get a new target number that is the same as the previous high difficult number.
   g). Each player starts with 7 lives, and the last player alive wins.
2. There are 2 options for Follow the Leader: the “Continue” option follows traditional rules, and the “Leader” option is modified by the ECHOWELL and it is more suitable for low-skilled players.

Follow the Leader (Ldr: Leader option)

1. Establishing the leader and starting the game.
   a). Each player begins with 7 lives displayed on each player’s window.
   b). The dartboard will issue a random number as the first target number.
   c). Each player shoots a dart in sequence until one hits on the random number and becomes the first leader.
   d). If the player fails to hit the random number, they will not lose any lives until a leader is established.
2. If a player fails to hit the target number during round, he/she loses one life indicated by the reduced lives’ number by one. The next player continues shooting for this segment number, and so on.
3. If all other players do not hit on the target number after a round, the dartboard will display “-- - and LEA” symbol, waiting for the leader to issue a new target number by hitting a dart on the score area. The leader does not lose any lives when he/she issues the new target number.
4. The dartboard also displays “-3-” target number automatically after pressing the Next Player button if a layer hits on the target number and becomes a leader, but misses all residual darts during his/her round.
5. The winner is the last player left with any lives remaining.

Follow the Leader: Con (Continue)

The game is played with the same format as the Leader option, except the leader also has to hit on the target number if all other players do not hit on the target number after a round, otherwise he/she will also lose a life. The game always “Continues” on the same target number until one player hits on this target number, then it can be changed to a new target number.

ALL 51 BY 5: 31, 41 … to 91

1. The object of the game is to reduce each round’s score from the preset score of 31, 41, 51…or 91.
2. The game appears very simple, but it is difficult to master and requires considerable accuracy since the total points for each round must be divisible by 5 to receive any score. For example, if a player gets 25 points on a round, the score is 5 (25÷5=5).
3. Any round score not divisible by 5 is not counted, for example if a player gets a total of 47 points, the score is 0 since 47 is not divisible by 5. If any one of the 3 darts miss it is counted as a no score.
4. The round is a “buSt” when a player gets a score higher than the residual score that can not reach a zero score exactly.
5. The first player that reaches zero exactly is the winner.

BINGO: 6-15rd(Round)

1. First, the player must aim at playing numbers 1, 2, 3, 4 or 5 to get a chance of BINGO if he/she hits 1, 2 or 3 darts at any number in play.
2. The dartboard will issue a number among 1, 2, 3, 4 or 5 if the player hits any one of playing numbers. The player will get 1, 2 or 3 points if the issued number is the same as the number hit by the player 1, 2 or 3 times in the round. The player’s round is over if all 3 darts missed.
3. The player can gamble the score by continue throw the issue number. His/her score will double with each hit of the issued number, or the score will be half in case of a missed dart. The maximum score per round is 10 points, and the minimum is 0 point. The score will be the not change if the player selects not to gamble by pressing the Change button to changes to the next player.
4. The player with the highest score wins the game after the game over.

21 POINT: 3 to 9 Round Options

1. The object of this game is to get more lives to win the game.
2. A player can get 1 life in 2 ways:
   a). Get 21 points exactly with 1, 2 or 3 darts.
   b). Has highest but less than 21 points if nobody gets 21 points in this round.
3. The round is a “buSt” when score is over 21 points, or any dart misses and the Next Player button is pressed.
4. The player with the most lives wins the game after game over.

Shove Ha Penny (PEnn)

1. The object of this game is for each player to fill 3 marks in each number from 15, 16 … 20 to the bull’s-eye in sequence. The first player to fill all numbers in sequence wins.
2. The player can get 1, 2 or 3 marks by a hit within the single, double or triple ring of the number in play.
3. If a player scores more than 3 marks in the number in play, the excess marks are given to the next player.
4. The player shall finish his/her self the last mark his/ her self.

DOUBLE DOWN 41 (dd41): 12 rd 9Round), rAn (Random)

1. There are 2 options, one is 12 Round option and another is Random option.
2. The option of 12-round Double Down 41 is similar to the 12 round Halve It game except each player is given 41 points to start the game instead of 0 points. The play numbers are 12, 13, 14, db, 15, 16, 17, tr, 18, 19, 20, and -bE- for each round in sequence, for a total of 12 rounds.
3. The option of Random Double Down 41 is similar to the Random Halve It game except each player is given 41 points to start the game instead of 0 point.
4. Please refer to the game rules of Halve It for details.

Best Ten: ---, -2-, -3-, -E- Options

1. Select a ---, -2-, -3- or -E- first, the symbol of “---”, “-2-” or “-3-” indicates whole segments, double ring or triple ring of the issued number to be thrown by all players through the round. You can have a practice of the bull’s-eye when you select “-E-”.
2. The dartboard issues a random number at the beginning of the game. All players must continue to throw 10 darts in a round on the target segment of this number.
3. Each hit of the target segment gets 1 point. The player with highest points wins the game after all players have thrown 10 darts.

RED vs GREEN (r-G): ---, -2-, -3- Options

1. The player 1 hit each number one time from 20, 18, 13, 10, 2, 3, 7, 8, 14 to 12 in sequence, and player 2 has a hit of each number from 5, 9, 11, 16, 19, 17, 15, 6, 4 to 1 in sequence. After hitting a number in play, the player may proceed to the next number.
2. Select a ---, -2- or -3- option firstly. Players can throw whole segments of the number in play when select “---”, players must hit the double or triple segment of the number if selecting “-2-” or “-3-”.
3. The first player to reach the final number wins the game.

9 LIVES: 3-9LF (lives) Options

1. The game plays numbers 1 through 20 and bull’s-eye in a sequence loop.
2. Each player starts with the preset 3, 4,.. or 9LF (Lives).
3. Players take turns throwing in 1 in the 1st round, then 2 in the 2nd round, and so on to “-E-” in the 21st round, then 1 in the 22nd round and so on
4. Each player shall hit the target number one dart in each round. The player will lose a life if all 3 darts missed.
5. The last player remaining alive is the winner.

TENNIS: 2-5G (Games), 1, 3, 5t (Sets), 2 PLAYER OPTION

1. The game has similar rules as the actual game of tennis. In the real tennis rules, there are 3 sets for female and 5 sets for male. But in order to reduce the playing time, you can choose the option of 1 set, 2, 3, 4 or 5 games; 3 or 5 sets are also available.
2. The game is designed for 2 players only, and game rules are as below:
   2.1 One is the server (display SEr 1 or SEr 2) and another is the receiver (display PL-2 or PL-1).
   2.2 The SEr 1 serves first. Each server serves one game alternatively in general. The server’s target is to have a hit on any number among Nos. 15, 16,…20 or the Bull’s-eye within 3 darts, otherwise the receiver wins 1 ball.
   2.3 The receiver shall return the same darted number with 1 of the 3 darts, otherwise the server wins 1 ball. The play number will change to the next number for the opponent automatically after the receiver succeeds with a “return”.
   2.4 For example, the SEr 1 hits no. 20, the PL-2 succeeds return by hitting no. 20, then the target number changes to “-E-” (bull’s-eye) for server 1 automatically, then no. 1 for the PL-2, no. 2 for the SEr 1 and so on, until one player misses the target number and another player wins a ball, then the server re-serves a new target, and so on.
3. A player shall must win 4 balls to win a game, and then win 6 games to win a set.
4. **Deuce:** When the score is 3:3 in a game, a player has to be ahead of the opponent by 2 balls to win the game, or the first player to get 10 balls wins the game if deuce continues up to 9:9 in the game.
5. To win the Tennis game with different options:

OPTIONS	2G	3G	4G	5G	1T	3T	5T
WIN and AHEAD	2G	3G	4G	5G	6G	2set	3 set
	2G	2G	2G	2G	2G		

6. Tie-breaker: When it is 6:6 games in a set, the first player to get 7 balls and is ahead by 2 balls wins the set, or the first player to get 10 balls wins the game if it continues to 9:9 in the game. The first player to reach 6 games serves 1 ball, then each player serves 2 balls alternatively when playing a tie-breaker.

ENGLISH CRICKET: (---, 2 PLAYERS OPTION)

1. This game is for 2 players only, one player acts as the pitcher and another one is the batter. The pitcher’s object is to cumulate 9 wickets as soon as possible to stop the batter from getting more scores, and the batter’s object is to get as many scores as possible before the pitcher accumulates 9 wickets.
2. **Game rules:**
   2.1 The pitcher’s (Pit 1 or 2) target is the bull’s-eye. Each hit of the outer bull counts as 1 wicket, the inner bull’s-eye counts as 2 wickets, other numbers are in-effect. .
   2.2 The batter (bAt 1 or 2) can throw any number (doubles and triples count). The score counts only when the total score per round is over 40 points; for example 46-40=6 points, the total score is less than 40 counts as 0 points.
   2.3 The score round is finished when the pitcher cumulates 9 wickets. Press the CHANGE button to change to another score round.
   2.4 The game ends when 2nd score round is finished. The dartboard will compare the final score amount of the 2 players and list F-1 or F-2 according to their score to indicate who has the highest score.

SOCCER: 6-15rd (Round)

1. The object of the SOCCER game is to take possession of the ball by a hit of the bull’s-eye (-db-) firstly, then take a kick for a goal by hitting any double segment except the inner bull’s -eye to get as many as possible to accumulate a high score.
2. The player can continue to hit any double segment to eliminate a score until another player takes possession of the ball. Each hit of a double segment scores 1 point.
3. The player with the most scores wins the game after the game is over.

GOLF: (9H-18H)

1. The object of the Golf game is to use as few strokes as possible to get 3 marks in each hole (displayed Ho #).
2. Each player shall continue to throw the specific number until they get 3 marks by hitting 1 triple, 1 double plus 1 single, or 3 singles, then go to the next number after all players have 3 marks on the number.
3. The specific numbers are No. 1 on Ho 1, No. 2 on Ho 2… and No. 18 on Ho 18 in sequence. Each thrown dart counts as 1 club no matter if it is a hit or miss.
4. The player with the least number of strokes wins the game.

Billiards (9 Ball): 4-13 points Option

1. The object of this game is to hit as many “No. 9 balls” as possible to accumulate a score to the preset points.
2. All players throw numbers 1 through 9 in sequence in a loop. Each hit of the number moves to the next number. Nos. 1, 2,…, 8 are 0 points, only a hit of the No. 9 results in 1 point, then hit from No. 1 again in loop.
3. The game is not limited to 3 darts per round. The current player can continue to throw darts if he/she can hit each target number in play with each dart.
4. The current player’s round will end and change to the next player.

SNOOKER: (---, 2-16 PLAYER OPTION)

1. The game of this object is to **cross hit one red ball in order then any one of the 6 color balls and so on to get score.** The color balls from 2 to 7 shall be hit in order after the last red ball (bull’s-eye) and a color ball be hit (if the player can hit it after bull’s-eye). The player with highest points wins the game when game ends.
2. **Red Balls:** 8, 9, 10…20 & Bull’s-eye. It shall be hit in order, each hit of a red ball in play gets 1 point.
3. **Color Balls:** 2, 3, 4, 5, 6 and 7. Each hit of color ball counts the same face value of the ball.
4. The game does not limit 3 dart per round, the current player can continue to throw darts as many as if he/she can continue to hit the number in play.
5. It will stop the current player’s round and change to the next player in the following status:
   a). The player misses all 3 darts at the beginning of the round.
   b). The player suspends a hit of the number in play after his/her 1st hit.

BASEBALL: 3-9rd, 2-16 PLAYER (combined in 2 teams)

1. The game is designed for 2 to 16 players and separated into 2 teams, the game rules are as below:
   a). Each team assigns a “pitcher” (display Pit 1 or Pit 2) to throw ball for batters of another team, the pitcher shall throw numbers from 15 through 20 or bull’s-eye. The pitcher of the team 2 (Pit 2) starts the game by throw darts.
   b). Other players are batters, team 1 displays t1-1, t1-2… to t1-8, team 2 displays t2-1, t2-2… to t2-8.
   c). The ball is a straight if the pitcher hit any one of target numbers, the batter shall throw specific segment of this number darted by the pitcher, the details are as the list below:

Pitcher hits on 15, 16, 17, 18, 19, 20 or Bull	The batter hits the segment darted by the pitcher. SINGLE	DOUBLE	TRIPLE	BULL
SINGLE	**Go to base 1**	**Go to base 2**	**Go to base 3**	missed
DOUBLE	Missed	**Home Run**	missed	missed
TRIPLE	Missed	missed	**Home Run**	missed
BULL	Missed	missed	missed	**Home Run**

   d). The batter team gets 1 point when one runner reaches to the home bass.
   e). The current batter will be sent to the 1st bass in case the pitcher misses all 3 darts.
   f). The batter will be out if he/she has 3 misses on the specific segment, the role will be change when 3 outs. Both teams have 3 outs completed a round.
   g). The team with highest score wins the game when game is over.

FREE

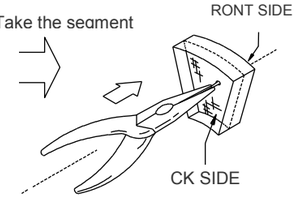
1. In general, each player throws 3 darts per round. But this game is designed for beginners and anyone who wishes to practice. This game allows players to throw 10, 20 or 30 darts per round and to get the highest scores.
2. This game plays all the numbers, and the bull’s-eye, doubles and triples count.
3. The “P#F1 means the player has the highest score.

TROUBLE SHOOTING

Check the following before taking the unit in for repairs:

PROBLEM	CHECK ITEMS	REMEDY
No power of displays	Does the plug insert into the jack and the adapter insert into the electrical outlet securely?	Re-insert it again.
Irregular display		Pull the plug from the jack and wait for about 2 seconds, then insert the plug into the jack again.
Displays “Stuc” and sounds “Du-Du-”		Remove the darts from the dartboard.
Broken dart tips		Open the button cover of the dartboard with a screw driver, push out the broken tips from the back side of the target segment. Never attempt to open electronic circuits. (illustration below)

Unscrew the bottom case of the dartboard and open it.



Clamp the broken tip with a needle-nose players, then push the tip out from the back side to the front side.